Amendments to the Claims

1.   (Currently amended) A simulator for inserting simulated network frames onto a physical medium for delivery to a system under test over a network, ~~the simulator~~ comprising:

a ~~split~~ bridge device having a network interface card for communicating ~~to~~ with the network ~~via said network interface card~~;

the bridge device including first and second interfaces; and

a frame generator, coupled to ~~said~~ the ~~split bridge~~ device via the first interface, for generating ~~one or more~~ at least one simulated network ~~frames~~ frame from each of multiple virtual clients according to a specific network communications protocol; wherein:

the ~~said split~~ bridge device transfers~~ring~~, via the second interface, ~~one or more~~ the at least one simulated network ~~frames~~ frame from each of the multiple virtual clients from the frame generator to ~~said~~ the system under test via the network to simulate traffic of the multiple virtual clients~~;~~

for each of the multiple virtual clients, a unique identifier combined with bridging information is associated with the at least one simulated network frame; and

the bridge device ~~and~~ receives ~~ing~~ one or more network frames from the system under test via the network in reply to the ~~one or more~~ simulated network frames transferred thereto ~~based on a unique identifier combined with bridge routing information associated with said one or more simulated network frames, whereby multiple virtual clients are simulated~~.

2.   (Currently amended) The simulator of claim 1, wherein the frame generator is coupled to the ~~split~~ bridge device via a channel connection.

3.   (Currently amended) The simulator of claim 1, wherein the frame generator is coupled to the ~~split~~ bridge device via an Open System Adapter connection.

4. (Currently amended) A simulator enabling insertion of simulated network frames onto a physical medium for delivery to a system under test implementing one or more servers to achieve load balancing across a network, comprising:

a plurality of ~~split bridges~~ bridge devices, each having a network interface card, and each ~~of said plurality of split bridges~~ connected to a respective one of the ~~said~~ one or more servers employed for load balancing and enabled to communicate via its respective network interface card ~~to~~ with ~~said~~ the network; wherein:
~~wherein~~

one of the plurality of ~~split~~ bridge devices ~~bridges~~ is designated as a primary ~~split~~ bridge device for passing a received broadcast message, without delay, to the respective one of ~~said~~ the one or more servers, via its respective network interface card, and another of the plurality of ~~split~~ bridge devices ~~bridges~~ is designated as a secondary ~~split~~ bridge device for passing the received broadcast message, with a predetermined delay, to the respective one of ~~said~~ the one or more servers, via its respective network interface card; and

~~wherein~~ subsequent messages are sent only to the primary ~~split~~ bridge device.

5. (Currently amended) A method for inserting simulated network frames onto a physical medium for delivery to a system under test, comprising:

connecting a ~~split~~ bridge device with a network interface card having a unique identifier to a network;

receiving simulated network frames from a frame generator coupled to the ~~split~~ bridge device;

configuring ~~routing~~ bridging information in the ~~split~~ bridge device to include identifiers associated with ~~said~~ the simulated network frames, ~~said~~ the identifiers emulating identifiers of a plurality of client workstations; and

forwarding the simulated network frames onto the network via the network interface card.

6. (Currently amended) The method of claim 5, further comprising:

receiving network frames representing replies from a server designated for ~~said~~ the plurality of client workstations based on the configured ~~routing~~ bridging information, wherein the received network frames have unique frame identifiers representing ~~said~~ the plurality of client workstations.

7.   (Currently amended)   A method for inserting simulated network frames onto a physical medium for delivery to a system under test implementing one or more servers to achieve load balancing, comprising:

connecting a ~~split~~ bridge device for each server in a load balancing system having a plurality of servers;

a primary of ~~said~~ the ~~split~~ bridge devices ~~bridges~~ transmitting a client request immediately to a first server connected to ~~said~~ the primary ~~split~~ bridge device;

a secondary of ~~said~~ the ~~split~~ bridge devices ~~bridges~~ transmitting the client request after a predetermined amount of time to a second server connected to the secondary ~~split~~ bridge device; and

transmitting subsequent client requests to the primary ~~of said split~~ bridge device ~~bridges~~.

8.   (Currently amended)   A program storage device readable by machine, tangibly embodying a program of instructions executable by the machine to perform a ~~the~~ method for ~~steps of~~ inserting network frames onto a physical medium for delivery to a system under test, the method ~~steps~~ comprising:

connecting a ~~split~~ bridge device with a network interface card having a unique identifier to a network;

receiving simulated network frames from a frame generator coupled to ~~said~~ the ~~split~~ bridge device;

configuring ~~routing~~ bridging information in ~~said~~ the ~~split~~ bridge device to include identifiers associated with the simulated network frames, ~~said~~ the identifiers emulating identifiers of a plurality of client workstations; and

forwarding the received simulated network frames onto the network via the network interface card.

9.   (Currently amended)   The program storage device ~~as claimed in~~ of claim 8, wherein the method ~~steps~~ further ~~including~~ includes:

receiving network frames representing replies from a server designated for ~~said~~ the plurality of client workstations based on the configured ~~routing~~ bridging information, wherein the received network frames have unique frame identifiers representing ~~said~~ the plurality of client workstations.

10.   (New) The simulator of claim 1, wherein:
the bridge device operates at a data link layer in a protocol stack.

11.   (New) The simulator of claim 4, wherein:
the bridge devices operate at a data link layer in a protocol stack.

12.   (New) The method of claim 5, wherein:
the bridge device operates at a data link layer in a protocol stack.

13.   (New) The program storage device of claim 8, wherein:
the bridge device operates at a data link layer in a protocol stack.

14.   (New) The simulator of claim 1, wherein:
for each of the multiple virtual clients, the unique identifier comprises a data link layer identifier.

15.   (New) The method of claim 5, wherein:
the identifiers associated with the simulated network frames comprises data link layer identifiers.

16.   (New)   The program storage device of claim 8, wherein:

the identifiers associated with the simulated network frames comprises data link

layer identifiers.